BEN HOBSON
WE HAVE MADE A CREDIT FOR YOU WITH HVVZUG
OF 1 ISSUES.
HVVZUG. JOE LEON. 33 TIGHES TCE, TIGHES HI'
049- 692399.

VZDU # 40 JAN/MARCH 1993

DOWN UNDER CLUB

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Harry Huggins	Ron Allen
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I very much regret that in this, my final Newsletter I have to tell you that one of our members, Neville Hughes, of Whitton has passed away. Recently he has suffered several heart attacks. Neville was one of the old time hackers, dating from his service in RAAF on Radar through television till finally he was not content unless he had a soldering iron inside a V.Z.

It seems to be all bad news this time.

I have not received even one application for the 'PLUM' job of Editor. Nor indeed any feedback as to what is to become of the club. That leaves it to Ron and myself to decide the fate of VZDU.In consultation with the only other VZ publication in Aust. it was decided to merge the two clubs to become HUNTER VALLEY V.Z.USERS GROUP. Joe Leon will be the editor as now. So whatever credits you have with VZDU will be transferred to HVVZUG. That is issue for issue. There is a slight difference between membership rates, but VZDU will adjust that. This will be the last issue of VZDU. To those of you who have no credits we reccommend that you hasten to join HVVZUG. Elsewhere you will find an invitation from Joe Leon, the Editor and Secretary, and details of the group.

They have dropped the Premium state and reverted to The First state, [That was a convict state?]. Whichever way, I feel sure that they will look after you almost as well as I have!

Some background on Joe. He is the grandfather of two, yet refuses to grow a beard. He also spends a lot of time inside a VZ with a soldering iron. At some future date { not far distant } he may even put that soldering iron to work on the IBM he has on the desk beside him.

I take this opportunity to extend my thanks and the thanks of the VZ users in general, to Ron Allen, Bob Kitch, David Wood, Peter Ross, Russell Harrison, Dave Mitchell, Mitch and Tim Pendlebury, Graeme Young, Don Dower and the author of The Scream Sheet for their continued support and various programs, and Joe Leon for much hardware update information and utility programs.

So I shall say farewell. I shall perhaps contribute to HVVZUG as the mood moves me, and perhaps Joe may even publish some of it.

Harry

FAREWELL AND GOOD HEALTH HARRY

AFTER 4.5 YEARS AS EDITOR OF VEEZED DOWN UNDER, HARRY HAS DECIDED TO CALL IT QUITS. I FOR ONE WILL MISS HIS CONTRIBUTION TO THE VZ CAUSE WHICH WAS CONSIDERABLE. ONLY ANOTHER EDITOR CAN KNOW THE DEDICATION, HARD WORK AND PERSERVERANCE THAT GOES WITH THE JOB.

HARRY WAS NOT ALONE IN PRODUCING VEEZED DOWN UNDER. HE HAD HELP AND SUPPORT FROM CLUB MEMBERS. I WISH ALSO TO THANK THEM FOR THEIR CONTRIBUTION AS IT WAS A TEAM EFFORT WHICH IS A BIT RARE THESE DAYS AND WORTH APPLAUDING. TAKE A BOW VEEZED DOWN UNDER CLUB.

ON BEHALF OF ALL VZ USERS I WISH HARRY A FULL RECOVERY FROM HIS RECENT ILLNESS AND ALL THE BEST FOR THE FUTURE.

LIVE LONG AND PROSPER HARRY AND MAY THE VZ FORCE BE WITH YOU

JOSEPH P. LEON - EDITOR HUNTER VALLEY VZ JOURNAL

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Contribution to VZDU

Bob Kitch. March 1993

HARRY HUGGINS AND THE V.Z. COMPUTER
ALL GOOD THINGS COME TO AN END EVENTUALLY

Harry has decided to discontinue his production of the VZDU newsletter. An end of an era for VZ computer users. Harry's computer interests have turned towards the IBM PC with the powerful hardware, pleantiful and cheap software base. The background and hard-learned experience on the VZ have assisted many users to change computer platforms. These users have a more through understanding of the PC, than many of the more casual PC users. Many people learned to program in Basic and assembler on the VZ, and can easily convert to the PC.

{PC is a forign word to VZers. I'd never heard of it till I got and IBM. It stands for PERSONAL COMPUTER, and is the name IBM gave to their first home computer of the current range. It now applies to all IBM compatiable computers. Ed.}

On my work related travels around Australia I met up with Harry through our interest in the VZ. We have corresponded, raved on over the phone and had several pleasant evenings at his home. The evenings usually started with a "meal" at the nearby pub, followed by a walk to Harry's house and eventually me getting a early morning taxi to my city motel. The evening meetings at Mitcham were highlights of my interest in the VZ that commenced in 1985. They rank with other memorial meetings such as John D'Alton's Christmas meetings in Brisbane and my several meetings with Peter Hill's VZ group in Auckland, New Zealand.

Harry has single-handedly run a clearing house for VZ material in Melbourne since taking over from Scott Le Brun almost 5 years ago. He has made a tremendous inpact upon how VZ users use their machines by circulating tapes, software and information. He has always freely given of his time, knowledge and materials as well as editing VZDU.

Thanks Harry for the pleasant memories and rewarding experience with the VZ. I look forward to continuing our association with the PC.

SECRET OF VOLCANO ISLAND

By OWEN ROSS

```
1 POKE31058,243:POKE31059,1:POKE3106
0,100:POKE31061,0
2 POKE31062,33:POKE31063,20:POKE3106
4,0:POKE31065,205
3 POKE31066,92:POKE31067,52:POKE3106
8,201:POKE30862,82
4 POKE30863,121:CLS
5 GOSUB10:GOTO40
10 CLS:PRINT:PRINT@45," THE"
20 PRINT"    SECRET OF VOLCANO ISLAN
D"
25 PRINT"              BY OWEN ROSS"
30 PRINT" ==========================
===="
35 PRINT:PRINT:POKE31063,111:X=USR(0
):RETURN
40 PRINT"        YOU MUST FIND THE 3"
50 PRINT"        TREASURES BEFORE THE"
60 PRINT"        VOLCANO ERUPTS AND"
63 PRINT"        GET OFF THE ISLAND"
65  RG=1:MP=1:GN=1:DE=1:MS=1:RE=1:KY
=1:KE=1:ER=1:IL=1:NH=1:UK=1
66 CN=1:PN=1:LE=1:TR=1:JP=1:WD=1:CU=
1:ET=1:BB=1:LB=1:RB=1:TIME=1
70 PRINT"        WITH YOUR LIFE "
80 PRINT"        GOOD LUCK!!"
90 PRINT
100 PRINT"PRESS RETURN TO CONTINUE";
:INPUTA$:
110 GOSUB10
120 PRINT"    YOU ARE BY A WHARF."
130 PRINT"    EXITS: N,E
135 INPUTA$:TIME=TIME+1
140 IF A$="N"THEN170
150 IF A$="E"THEN250
153 GOSUB3300
155 PRINT"WHAT!!":SOUNDO,9
160 GOTO110
170 GOSUB10
180 IFPN=1THENPRINT"    YOU ARE BY A
 GUARDED"
185 IFPN=5THENPRINT"    YOU ARE BY A
 "
190 PRINT"    LIGHT HOUSE "
200 PRINT"    EXITS: S";
205 IFPN=5THENPRINT",N"
210 PRINT:INPUTA$:TIME=TIME+1
220 IF A$="S"THEN110
225 IFA$="FIRE GUN"ANDGN=5THENPN=5:G
OTO170
228 IFA$="N"ANDGN=5THEN1460
 229 GOSUB3070
230 PRINT"WHAT!!":SOUNDO,9
240 GOTO 170
250 GOSUB10
260 PRINT"    YOU ARE NEAR A WALK"
270 PRINT"    WAY"
280 PRINT"    EXITS: W,E
290 INPUTA$:TIME=TIME+1
300 IFA$="W"THEN110
305 GOSUB3070
310 IFA$="E"THEN340
320 PRINT"WHAT!!":SOUNDO,9
330 GOTO250
340 GOSUB10
350 PRINT"    YOU ARE NEXT TO A "
360 PRINT"    COBBLESTONE PATH"
370 PRINT"    EXITS: W,E
380 INPUTA$:TIME=TIME+1
390 IFA$="W"THEN250
395 GOSUB3070
400 IFA$="E"THEN430
410 PRINT"WHAT!!":SOUNDO,9
420 GOTO340
430 GOSUB10
440 PRINT"    YOU ARE ON A T SHAPED"
450 PRINT"    PATH"
460 PRINT"    YOU CAN SEE A MAGIC"
470 PRINT"    RING. EXITS: N,W,E"
480 INPUTA$:TIME=TIME+1
490 IFA$="GET MAGIC RING"THENRG=5:GO
TO550
500 IFA$="W"THEN340
510 IFA$="N"THEN820
520 IFA$="E"THEN640
525 GOSUB3070
530 PRINT"WHAT!!":SOUNDO,9
540 GOTO430
550 GOSUB10
560 PRINT"    YOU ARE ON A T SHAPED"
570 PRINT"    PATH"
580 PRINT"    EXITS: N,W,E":INPUTA$:
TIME=TIME+1
590 IFA$="W"THEN340
600 IFA$="N"THEN820
610 IFA$="E"THEN640
615 GOSUB3070
620 PRINT"WHAT!!":SOUNDO,9
630 GOTO550
640 GOSUB10
645 IFKY=5THENER=1
650 PRINT"    YOUR ON A RIVER WITH B
RIDGE"
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```
655 IFER=5THENPRINT"    YOU CAN SEE
 A KEY"
660 PRINT"    EXITS: W,E
670 INPUTA$:TIME=TIME+1
680 IFA$="W"AND RG=5THEN550
690 IFA$="W"AND RG=1THEN430
700 IFA$="E"THEN740
710 IFA$="EXAMINE RIVER"THENER=5:GO
TO640
715 IFA$="GET KEY"ANDER=5THENER=1:K
Y=5:GOTO640
718 GOSUB3070
720 PRINT"WHAT!!":SOUNDO,9
730 GOTO640
740 GOSUB10
760 PRINT"    YOU ARE IN A FOREST"
770 PRINT"    EXITS: W"
780 INPUTA$:TIME=TIME+1
790 IFA$="W"THEN640
795 GOSUB 3070
800 PRINT"WHAT!!":SOUNDO,9
810 GOTO 740
820 GOSUB10
825 IFIL=5THENPRINT"    THE DOOR IS
 LOCKED":IL=1
827 IF UK=5THENPRINT"    YOU DON'T
HAVE A KEY":UK=1
830 PRINT"    BY THE FRONT DOOR"
840 PRINT"    EXITS: S";
850 IFNH=5THENPRINT",N"
870 PRINT:INPUTA$:TIME=TIME+1
880 IFA$="S"ANDRG=5THEN550
890 IFA$="UNLOCK DOOR"ANDKY=5THENNH
=5:GOTO820
900 IFA$="S"ANDRG=1THEN430
905 GOSUB 3070
910 IFA$="OPEN DOOR"THENIL=5:GOTO82
0
920 IFA$="UNLOCK DOOR"ANDKY=1THEN U
K=5:GOTO820
930 IFA$="N"ANDKY=5THEN960
940 PRINT"WHAT!!":SOUNDO,9
950 GOTO820
960 GOSUB10
970 PRINT"    YOUR IN A ROOM WITH T
ABLE"
980 PRINT"    EXITS: N,S,E,W"
990 INPUTA$:TIME=TIME+1
1000 IFA$="N"THEN1220
1001 GOSUB 3070
1010 IFA$="S"THEN820
1020 IFA$="E"THEN1060
1030 IFA$="W"THEN1130
1040 PRINT"WHAT!!"
1050 GOTO960
1060 GOSUB10
1070 PRINT"    YOU ARE IN THE BARTH
ROOM"
1080 PRINT"    EXITS: W"
1090 INPUTA$
1100 IFA$="W"THEN960
1101 GOSUB3070
1110 PRINT"WHAT!!":SOUNDO,9
1120 GOTO1060
1130 GOSUB10
1140 PRINT"    YOU ARE IN THE BEDROO
M"
1150 IFCN=1THENPRINT"    YOU CAN SEE
 A COIN"
1160 PRINT"    EXITS: E"
1170 INPUTA$:TIME=TIME+1
1180 IFA$="GET COIN"THENCN=5:GOTO113
0
1190 IFA$="E"THEN960
1191 GOSUB 3070
1200 PRINT"WHAT!!":SOUNDO,9
1210 GOTO1130
1220 GOSUB10
1230 PRINT"    YOU ARE IN THE GARDEN
"
1240 PRINT"    EXITS S,W,E
1250 INPUTA$:TIME=TIME+1
1255 IFA$="S"THEN960
1260 IFA$="W"THEN1300
1265 GOSUB 3070
1270 IFA$="E"THEN1370
1280 PRINT"WHAT!!":SOUNDO,9
1290 GOTO1220
1300 GOSUB10
1310 PRINT"    YOU ARE ON A OLD PATH
"
1320 PRINT"    EXITS: E"
1330 INPUTA$:TIME=TIME+1
1340 IFA$="E"THEN1220
1345 GOSUB 3070
1350 PRINT"WHAT!!":SOUNDO,9
1360 GOTO1300
1370 GOSUB10
1380 PRINT"    YOUR ARE IN TIN SHED"
1390 IFGN=1THENPRINT"    YOU CAN SEE
 A GUN"
1400 PRINT"    EXITS: W"
1410 INPUTA$:TIME=TIME+1
1420 IFA$="W"THEN1220
1425 GOSUB 3070
1430 IF A$="GET GUN" THEN GN=5:GOTO1
370
1440 PRINT"WHAT!!":SOUNDO,9
1450 GOTO1370
1460 GOSUB10
1470 PRINT"    YOU ARE IN THE LIGHT"
1480 PRINT"    HOUSE. YOU CAN SEE A"
1490 PRINT"    STAIRCASE. EXITS: S,E
,U
1500 INPUTA$:TIME=TIME+1
1510 IFA$="S"THEN170
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```
1520 IFA$="U"THEN1560
1530 IFA$="E"THEN1660
1540 PRINT"WHAT!!":SOUND0,9
1550 GOTO1460
1560 GOSUB10
1570 PRINT"    YOU ARE IN A ROOM WITH"
1580 PRINT"    A LARGE LANTERN"
1590 IFMS=1THENPRINT"    YOU CAN SEE SOME
MATCHES"
1600 PRINT"    EXITS: D"
1610 INPUTA$:TIME=TIME+1
1620 IFA$="GET MATCHES"THENMS=5:GOTO1560
1630 IFA$="D"THEN1460
1635 GOSUB 3070
1640 PRINT"WHAT!!":SOUND0,9
1650 GOTO1560
1660 GOSUB10
1670 PRINT"    YOU ARE NEXT TO THE"
1680 PRINT"    BACK ENTRANCE TO THE"
1690 PRINT"    LIGHT HOUSE. EXITS: N,S,W"
1700 INPUTA$:TIME=TIME+1
1710 IFA$="W"THEN1460
1720 IFA$="S"THEN1760
1725 GOSUB 3070
1730 IFA$="N"THEN1920
1740 PRINT"WHAT!!":SOUND0,9
1750 GOTO1660
1760 GOSUB10
1770 PRINT"    YOU ARE IN A FLOWER"
1780 PRINT"    BED. EXITS: N,E"
1790 INPUTA$:TIME=TIME+1
1800 IFA$="N"THEN1660
1805 GOSUB 3070
1810 IFA$="E"THEN1840
1820 PRINT"WHAT!!":SOUND0,9
1830 GOTO1760
1840 GOSUB10
1850 PRINT"    YOUR BY A LARGE ROCK FALL"
1860 IFRE=1THENPRINT"    YOU CAN SEE SOME
ROPE"
1870 PRINT"    EXITS: W"
1880 INPUTA$:TIME=TIME+1
1888 GOSUB 3070
1890 IFA$="W"THEN1760
1895 IFA$="GET ROPE"THENRE=5:GOTO1840
1900 PRINT"WHAT!!":SOUND0,9
1910 GOTO 1840
1920 GOSUB10
1930 PRINT"    YOU ARE BY A FOOT PATH"
1940 PRINT"    EXITS: N,S,W  "
1950 INPUTA$:TIME=TIME+1
1960 IFA$="S"THEN1660
1965 GOSUB 3070
1970 IFA$="W"THEN2010
1980 IFA$="N"THEN2180
1990 PRINT"WHAT!!":SOUND0,9
2000 GOTO1920
2010 GOSUB10
2020 PRINT"    YOUR ON A DIRT TRACK"
2030 PRINT"    EXITS: N,E"
2040 INPUTA$:TIME=TIME+1
2050 IFA$="E"THEN1920
2060 IFA$="N"THEN2090
2065 GOSUB 3070
2070 PRINT"WHAT!!":SOUND0,9
2080 GOTO 2010
2090 GOSUB10
2100 PRINT"    YOU ARE AT A DEAD END"
2110 IFKE=1THENPRINT"    YOU CAN SEE A AXE"
2120 PRINT"    EXITS: S"
2130 INPUTA$:TIME=TIME+1
2140 IFA$="S"THEN2010
2145 GOSUB 3070
2150 IFA$="GET AXE"THENKE=5:GOTO2090
2160 PRINT"WHAT!!":SOUND0,9
2170 GOTO2090
2180 GOSUB10
2190 PRINT"    YOU ARE BY A CURVED PATH"
2200 PRINT"    EXITS: S,E
2210 INPUTA$:TIME=TIME+1
2220 IFA$="S"THEN1920
2222 GOSUB 3070
2230 IFA$="E"THEN2260
2240 PRINT"WHAT!!":SOUND0,9
2250 GOTO2180
2260 GOSUB10
2270 PRINT"    YOU ARE BY A DEEP PIT"
2275 IFTR=5THENPRINT"    THE ROPE FALLS DOW
N THE PIT":RE=1:TR=1
2276 IFBE=5THENPRINT"    YOU LAY THE ROPE "
:BE=1
2277 IFJP=5THENPRINT"    YOU JUMP THE PIT A
ND DIE "
2278 IFJP=5THENFORA=52TO100:POKE31063,A:X=U
SR(0):NEXT:RUN
2280 PRINT"    EXITS W";
2290 IFLE=5THENPRINT",E":
2300 PRINT:INPUTA$
2310 IFA$="W"THEN2180
2315 GOSUB3070
2320 IFA$="THROW ROPE"ANDRE=5THENTR=5:GOTO2
260
2330 IFA$="LAY ROPE"ANDRE=5THENLE=5:GOTO226
0
2340 IFA$="E"ANDLE=5THEN2380
2350 IFA$="JUMP PIT"THENJP=5:GOTO2260
2360 PRINT"WHAT!!":SOUND0,9
2370 GOTO2260
2380 GOSUB10
2390 PRINT"    YOU ARE BY A TREE"
2400 IFCU=5THENPRINT"    YOU CAN SEE SOME W
OOD"
2401 IFET=5THENPRINT"    IT LOOKS GOOD FOR
MAKING"
2402 IFET=5THENPRINT"    BOATS":ET=1
2410 PRINT"    EXITS: W,E"
2420 INPUTA$:TIME=TIME+1
2430 IFA$="W"THEN2260
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2435 GOSUB 3070
2440 IFA$="E"THEN2500
2450 IFA$="CUT TREE"ANDKE=5THENCU=5:GOTO23
80
2460 IFA$="GET WOOD"ANDCU=5THENWD=5:CU=1:G
OTO2380
2470 IFA$="EXAMINE TREE"ANDCU=1THENET=5:GO
TO2380
2480 PRINT"WHAT!!": SOUND0,9
2490 GOTO 2380
2500 GOSUB10
2510 PRINT"    YOU ARE BY A LARGE LAKE"
2520 IFBB=5THENPRINT"    YOU BUILD A BOAT"
2530 PRINT"    EXITS: W";
2540 IFLB=5THENPRINT",E"
2550 PRINT:INPUTA$:TIME=TIME+1
2560 IFA$="W"THEN2380
2565 GOSUB 3070
2580 IFA$="BUILD BOAT"ANDWD=5THENBB=5:WD=1
:GOTO2500
2590 IFA$="LAUNCH BOAT"ANDBB=5THENBB=1:LB=
5:GOTO2500
2600 IFA$="E"ANDLB=5THEN2630
2610 PRINT"WHAT!!":SOUND0,9
2620 GOTO2500
2630 GOSUB10
2640 PRINT"    YOU ARE NEXT TO A VOLCANO "
2650 PRINT"    ENTRANCE. EXITS: S,W"
2660 INPUTA$:TIME=TIME+1
2670 IFA$="W"THEN2500
2675 GOSUB 3070
2680 IFA$="S"THEN2710
2690 PRINT"WHAT!!":SOUND0,9
2700 GOTO 2630
2710 GOSUB10
2720 PRINT"    YOU ARE IN THE VOLCANO"
2730 IFRB=1THENPRINT"    BUT ROCKS BLOCK T
HE WAY BACK";
2740 PRINT"    EXITS: S";
2745 IFRB=5THENPRINT",N"
2750 PRINT:INPUTA$:TIME=TIME+1
2760 IFA$="S"THEN2810
2770 IFA$="LIGHT DYNAMITE"ANDDE=5ANDMS=5TH
ENRB=5:DE=1:GOTO2710
2780 IFA$="N"ANDRB=5THEN2630
2785 GOSUB 3070
2790 PRINT"WHAT!!":SOUND0,9
2800 GOTO2710
2810 GOSUB10
2820 PRINT"    YOU ARE IN A DARK TUNNEL"
2825 IFDE=1THENPRINT"    YOU CAN SEE SOME
DYNAMITE"
2830 PRINT"    EXITS: N,S"
2840 INPUTA$:TIME=TIME+1
2850 IFA$="N"THEN2710
2855 GOSUB 3070
2860 IFA$="S"THEN2900
2870 IFA$="GET DYNAMITE"THENDE=5:GOTO2810
2880 PRINT"WHAT!!":SOUND0,9
2890 GOTO 2810
2900 GOSUB10
2910 PRINT"    YOU ARE BY A TUNNEL
2920 PRINT"    EXIT: N,W"
2930 INPUTA$:TIME=TIME+1
2940 IFA$="N"THEN2810
2945 GOSUB 3070
2950 IFA$="W"THEN2980
2960 PRINT"WHAT!!":SOUND0,9
2970 GOTO2900
2980 GOSUB10
2990 PRINT"    YOU ARE BY A FISH POND"
3000 IFMP=1THENPRINT"    YOU CAN SEE A MAP"
3010 PRINT"    EXITS: E"
3020 INPUTA$:TIME=TIME+1
3030 IFA$="E"THEN2900
3040 IFA$="GET MAP"THENMP=5: GOTO2980
3050 PRINT"WHAT!!":SOUND0,9
3060 GOTO 2980
3070 IFA$="I"THENGOSUB10:GOTO3150
3080 IFA$="Q"THEN3270
3090 IFA$="H"THEN3110
3095 IF TIME=75THEN3370
3100 RETURN
3110 GOSUB10
3120 PRINT" I,H,Q,N,S,E,W,U,D,FIRE,GET,CUT"
3130 PRINT" UNLOCK,OPEN,THROW,JUMP,BUILD"
3140 PRINT" LAUNCH,LIGHT,LAY"
3150 IFRG=5THENPRINT"    RING";
3160 IFGN=5THENPRINT"    GUN"
3170 IFDE=5THENPRINT"    DYNAMITE";
3180 IFMS=5THENPRINT"    MATCHES"
3190 IFRE=5THENPRINT"    ROPE";
3200 IFKY=5THENPRINT"    KEY"
3210 IFKE=5THENPRINT"    AXE";
3220 IFWD=5THENPRINT"    WOOD"
3240 IFMP=5THENPRINT"    MAP";
3250 IFCN=5THENPRINT"    COIN"
3260 PRINT:PRINT"    PRESS RETURN TO CONTIN
UE";:INPUTA$:RETURN
3270 GOSUB10:PRINT:PRINT:PRINT"        YOUR
 A CHICKEN!!":PRINT
3280 PRINT:PRINT:PRINT:PRINT" PRESS RETURN
FOR ANOTHER GO";
3290 INPUTA$:RUN
3300 IFA$="Q"ANDRG=5ANDMP=5ANDCN=5THENGOTO3
320
3310 GOTO3070
3320 GOSUB10:PRINT" WELL DONE YOU FINISHED
THE GAME";
3330 PRINT:PRINT:PRINT:PRINT" WOULD YOU LIK
E ANOTHER GO (Y/N)";
3340 INPUTA$:IFA$="N"THENCLS:END
3350 IFA$="Y"THENRUN
3360 PRINT"WHAT!!":SOUND0,9:GOSUB10:GOTO333
0
3370 FORA=50TO100:POKE31063,A:LX=USR(0):NEX
T
3380 GOSUB10:PRINT" THE VOLCANO ERUPTS AND
DESTROYS";
3390 PRINT" VOLCANO ISLAND.":GOTO3330
```

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good on trs80 / Z80 programs

MICRO 80 (aust) all from 1979 to 1984
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APC June 1980-Mar 1992 9Near complete set)
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Personal computer games Aug 1984-Nov 1985
Australian Home Computer (GEM) Aug 86-Sept 87 (complete)
Silicon Chip Nov 87-Dec 90 (all editions)
Australian PC User Oct 89- Mar 92 (all editions)
Talking Electronics most editions

CONTACT Bob Kitch 7 EURELLA St. Kenmore. 4069.

PHOME 07 398 3745 (home)


EEEK!
VZ GAMES
MITCH

HUNTER VALLEY VZ JOURNAL

THE JOURNAL, LIKE VEEZED DOWN UNDER HAS BEEN LOSING SUBSCRIBERS AND IN DANGER OF CEASING PRODUCTION. AS THERE WERE NO TAKERS FOR HARRY'S JOB IT HAS BEEN DECIDED TO MERGE VEEZED DOWN UNDER AND THE JOURNAL TO MAKE IT A VIABLE PROPOSITION. THE JOURNAL WILL BE THE ONLY VZ PUBLICATION AROUND. AS EDITOR OF THE JOURNAL I OFFER VEEZED DOWN UNDER SUBSCRIBERS THE OPPORTUNITY TO TRANSFER THEIR REMAINING SUBSCRIPTIONS TO THE JOURNAL.

SUBCRIPTION RATES (AUST) - 3 ISSUES $11.00 - 6 ISSUES $21.00
FOR MORE INFORMATION CONTACT:
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NOTE: PROSPECTIVE MEMBERS CAN JUDGE THE QUALITY OF THE JOURNAL BY THE ARTICLES ON FILETYPE CONFUSION, AND PARK2 WHICH IS FAIRLY TYPICAL.

PARK2 BY DAVE MITCHELL

```
001 ;PARK ROUTINE FOR TWO DRIVES
002 ;WRITTEN BY D.MITCHELL
003 ;LAST UPDATE : 20:06:92
004        DI
005        LD    (IY+0),0
006        LD    A,(IY+11)
007        CP    80H
008        JR    NZ,D1
009        LD    (IY+0),2
010        LD    A,(IY+20)
011        OR    A
012        JR    Z,D1
013        PUSH AF
014        CALL 4008H
015        POP   AF
016        LD    B,A
017        CALL 403EH
018        CALL 400BH
019 D1     LD    (IY+11),10H
020        LD    A,27H
021        SUB   (IY+20)
022        JR    Z,END
023        PUSH AF
024        CALL 4008H
025        POP   AF
026        LD    B,A
027        CALL 403BH
028        CALL 400BH
029 END    EI
030        LD    HL,MES
031        CALL 2B75H
032        LD    A,(IY+0)
033        OR    A
034        JR    Z,A1
035        LD    (IY+0),0
036        LD    HL,TWO
037        JR    A2
038 A1     LD    HL,ONE
039 A2     CALL 2B75H
040        JP    1A19H
041 MES    DEFB 1FH
042 *        DRIVE PARK ROUTINE*
043        DEFB 0DH
044 *      WRITTEN BY D.MITCHELL*
045        DEFB 0DH
046 *      LAST UPDATE: 20.06.92*
047        DEFB 0DH
048        NOP
049 TWO    EQU   $
050 *   DRIVE 2 PARKED AT TRACK*
051 * 0*
052        DEFB 0DH
053 ONE    EQU   $
054 *   DRIVE 1 PARKED AT TRACK*
055 * 39*
056        NOP
057        NOP
```

SET YOUR ORIGIN AT 9000H, ASSEMBLE AND SAVE YOUR OBJECT CODE AS PARK2 SO IT WONT GET MIXED UP WITH OTHER VERSIONS AND WHEN YOU RUN PARK2 YOU'LL SEE ONE OF TWO DISPLAYS SHOWN BELOW DEPENDING FROM WHICH DRIVE YOU LOADED PARK2 FROM.

```
   DRIVE PARK ROUTINE
  WRITTEN BY D.MITCHELL
  LAST UPDATE:  20.6.92
DRIVE 2 PARKED AT TRACK 0
DRIVE 1 PARKED AT TRACK 39
READY
```

```
   DRIVE PARK ROUTINE
  WRITTEN BY D.MITCHELL
  LAST UPDATE:  20.6.92
DRIVE 1 PARKED AT TRACK 39
READY
```

NOTE: AS A REGULAR DISK DRIVE USER I USE PARK2 VERY FREQUENTLY TO RESET MY VZ WITHOUT BANGING THE DRIVE HEADS AND DIMINISHING IT'S LIFE EXPECTANCY. MOST OF MY BASIC PROGRAMS HAVE A "QUIT & PARK" OPTION,
JOE.

DOS FILETYPE CONFUSION

WHEN THE DISK DRIVE FIRST BECAME AVAILABLE FOR THE VZ 200/300 COMPUTERS THINGS WERE SIMPLE AND THERE WAS NO CONFUSION AS THERE WERE ONLY 3 FILETYPES TO WORRY ABOUT, EG:

```
T:FILENAME 7AE9 XXXX XXXX - TEXT FILE   - (BASIC PROGRAM)

B:FILENAME XXXX XXXX XXXX - BINARY FILE - (MACHINE/OBJECT CODE)
B:FILENAME 7000 7800 0800 - BINARY FILE - (HI-RES SCREEN)
B:FILENAME C000 FFFF 4000 - BINARY FILE - (MEMORY BLOCKS)

D:FILENAME 0000 0000 0000 - DATA FILE   - (PROGRAM GENERATED)
```

AS VZ USERS STARTED WRITING PROGRAMS FOR DISK DRIVE USE AND QUITE OFTEN WITHOUT CONSULTATION WITH OTHERS THEY INTRODUCED OTHER FILETYPES AND THE CONFUSION AND INCOMPATIBILITY BEGAN. BELOW IS A LIST OF THE NEW FILETYPES, THEIR USES AND THEIR AUTHORS.

DISK ED/ASS SOURCE CODE FILETYPES

```
A:FILENAME A280 XXXX XXXX - EDITOR ASSEMBLER - RH - RUSSELL HARRISON
S:FILENAME A280 XXXX XXXX - EDITOR ASSEMBLER - DM - DAVE MITCHELL
S:FILENAME A280 XXXX XXXX - EDITOR ASSEMBLER - MH - MARK HARWOOD
           A280 XXXX XXXX - VARIANT          - BG - BRIAN GREEVE
           A280 XXXX XXXX - VARIANT          - PH - PETER HICKMAN
W:FILENAME A813 XXXX XXXX - DISKOPS ED/ASS.  - LM - LESLIE MILBURN
```

THERE ARE FOUR BASIC DISK VERSIONS AND TWO VARIANTS OF DICK SMITH'S EDITOR ASSEMBLER WHOSE SOURCE CODE FILES ARE NOT COMPATIBLE WITH EACH OTHER. AS YOU'LL NOTE THERE ARE THREE DIFFERENT FILETYPE'S, A, S AND W AND TWO DIFFERENT START ADDRESSES, (A280 & A813).

DISK WORD PROCESSOR FILETYPES

```
W:FILENAME XXXX D000 XXXX - PATCH 3.3  - DM - DAVE MITCHELL
W:FILENAME XXXX XXXX XXXX - WORDPRO    - RH - RUSSELL HARRISON
F:FILENAME 0000 FFFF FFFF - QUICKWRITE - LM - LESLIE MILBURN
```

AGAIN INCOMPATIBILITY IS THE NAME OF THE GAME WITH DIFFERENT FILETYPE'S AND START AND END ADDRESSES. TO ADD MORE CONFUSION THERE ARE TWO WORD PROCESSOR AND ONE EDITOR ASSEMBLER SHARING A W:FILETYPE.

CONVERTING SOURCE CODE FILES

TO DENOTE THE VARIOUS EDITOR ASSEMBLERS AND THEIR SOURCE CODE, INITIALS WILL BE USED FOR COMPARISON PURPOSES. SEE LAST TWO CHARACTERS IN FILENAME BELOW. I'LL USE LESLIE MILBURN'S EXT DOS 12.2 AS AN EXAMPLE.

```
S:EXT-DM   01 00 A280 CF0A 2C8A
S:EXT-MH   01 00 A280 CF0C 2C8C
A:EXT-RH   01 00 A280 CF0C 2C8C
W:EXT-LM   01 00 A813 D4A0 2C8D
```

I STARTED OUT WITH W:EXT-LM SOURCE CODE FILE AND AFTER CONVERSION ARRIVED AT THE REST. CONVERTING CAN BE AS SIMPLE AS CHANGING FILETYPE AND OR START/END ADDRESSES. I USED LESLIE MILBURN'S EXT12.2 DOS UTILITY AS THE MOST SUITABLE FOR THE PURPOSE AS IT HAS TWO OF THE COMMANDS REQUIRED. THEY ARE:

1) CHA"FILENAME",X - CHANGES FILETYPE
2) REL"FILENAME",XXXX - RELOCATES START OF FILE

//

CONVERTING SOURCE CODE FILES CONT.

TO CHANGE FILETYPE ACTIVATE EXT12.2 AND TYPE IN:

```
CHA"EXT.LM",S    <RETURN>
THIS WILL CHANGE (W) FILETYPE TO (S)
```

TO CHANGE START AND END ADDRESSES TYPE IN:

```
REL"EXT.LM",A280    <RETURN>
```

NOTE 1: EXT12.2 WILL AUTOMATICALLY WORK OUT NEW END ADDRESS TO CORRESPOND TO NEW START ADDRESS AND UPDATE DISK DIRECTORY.

NOTE 2: DM(S), MH(S), RH(A) AND LM(W) = THE 4 SOURCE CODE FORMATS.

AND NOW TO THE DETAILS ON HOW TO CONVERT SOURCE CODE FOR USE BETWEEN EDITOR ASSEMBLERS.

DM - WILL LOAD DM(S) WITHOUT MODIFICATION - USE TL:FILENAME
WILL LOAD MH(S) WITHOUT MODIFICATION - USE TL:FILENAME
WILL LOAD RH(A) WITHOUT MODIFICATION - USE TM:FILENAME
WILL LOAD LM(W) WITHOUT MODIFICATION - USE TM:FILENAME

MH - WILL LOAD MH(S) WITHOUT MODIFICATION.
WILL LOAD RH(A) AFTER CHANGING FILETYPE TO MH(S).
WILL LOAD DM(S) AFTER USING ASM.DM AND COMPAT ROUTINE TO CONVERT DM(S) TO MH(S) FORMAT.
WILL LOAD LM(W) AFTER CHANGING TO DM(S) FORMAT AND THEN TO MH(S) FORMAT.

RH - WILL LOAD RH(A) WITHOUT MODIFICATION.
WILL LOAD MH(S) AFTER CHANGING FILETYPE TO RH(A).
WILL LOAD DM(S) AFTER CHANGING TO MH(S) FORMAT AND CHANGING FILETYPE TO RH(A).
WILL LOAD LM(W) AFTER CHANGING TO DM(S) FORMAT AND THEN TO MH(S) FORMAT AND CHANGING FILETYPE TO RH(A).

LM - WILL LOAD LM(W) WITHOUT MODIFICATION
WILL LOAD DM(S) AFTER CHANGING START ADDRESS TO A813 AND FILETYPE TO LM(W).
WILL LOAD MH(S) AFTER FIRST CHANGING TO DM(S) FORMAT AND THEN TO LM(W) FORMAT.
WILL LOAD RH(A) AFTER FIRST CHANGING TO DM(S) AND THEN CHANGING DM(S) TO LM(W) FORMAT.

THE FOLLOWING ARE THE EDITOR ASSEMBLERS USED FOR COMPILING THIS ARTICLE AND ONCE AGAIN INITIALS ARE USED TO DENOTE AUTHORS.

```
B:ASM.DM 01 0D 7AFD A2F3 27F6
S:COMPAT 01 02 A280 A7C2 0542 - CONVERT ROUTINE TO CHANGE
                                 DM(S) FORMAT TO MH(S) FORMAT.
B:ASM.MH 06 0F 7AFD A2A3 27A6
B:ASM.LM 0C 00 7AFD BF01 4404 - DISKOPS 6, 64K VERSION.
T:ASM.RH 14 0B 7AE9 7B29 0040 - 34K VERSION.
B:ASM1   14 0C FC00 FE81 0281
B:ASM2   15 02 7AFA A301 2807 - NOTE: ASM.RH CONSISTS OF 3 FILES.
```

THE EDITOR ASSEMBLER I PREFER IS DAVE MITCHELL'S VERSION AS IT IS THE ONLY ONE WHICH WILL LOAD ALL OTHERS WITHOUT MODIFICATION AND CAN CONVERT THEM ALL TO ASM.MH(S) USING DM COMPAT ROUTINE, JOE LEON.

OPERATING INSTRUCTIONS FOR EXT12.2
BY LESLIE MILBURN

FORMAT
THIS IS THE SAME AS DOS INIT. IT INITIALISES A DISK FOR USE. WHEN FINISHED IT PROMPTS USER FOR A DISK LABEL AND THE CURRENT DATE.

LABEL - THIS ALLOWS THE USER TO PUT A LABEL ON A FORMATTED DISK.

VOL - THIS ALLOWS THE USER TO READ BACK THE DISK LABEL.

NOTE: THE DISK LABEL USES A S:FILETYPE (SYSTEM FILE) AND OCCUPIES ONE SECTOR ON THE FLOPPY DISKETTE. IF YOU WISH TO PLACE THE DISK LABEL ON PART OF THE DISK WHICH IS NOT USED THEN I SUGGEST THAT THE SECOND HALF OF TRACK 0 SECTOR 15 BE USED. THIS IS CURRENTLY UNUSED.

DIS? - (?) = FILETYPE (OPTIONAL)
THIS DISPLAYS ALL FILES ON THE FLOPPY DISKETTE BY ?:FILETYPE. THE (?) IS OPTIONAL BUT IF NOT SPECIFIED THEN ALL FILES WILL BE DISPLAYED. IF T IS SPECIFIED, (IE. DIST) THEN ONLY T:FILETYPES WILL BE DISPLAYED. THE OUTPUT FORMAT IS AS FOLLOWS:

FILETYPE:FILENAME-START TRACK/SECTOR-START/END ADDRESS-NUMBER OF BYTES

T:FILENAME 01 00 7AE9 8673 068A

AFTER EACH SECTOR OF THE DISK DIRECTORY HAS BEEN DISPLAYED THE OUTPUT WILL PAUSE. PRESS SPACE TO CONTINUE LISTING OR BREAK TO EXIT.

LDIS? - (?) = FILETYPE (OPTIONAL)
AS DIS?, BUT ALL OUTPUT TO PRINTER.

CHA"FILENAME",? - (?) = FILETYPE
THIS FACILITY ALLOWS YOU TO CHANGE THE FILETYPE OF A FILE ON DISK. THE FILENAME AND FILETYPE ARE REQUIRED.

NOTE: AFTER CHANGING THE FILETYPE THE PROGRAM OR DATA MAY NO LONGER RUN OR LOAD. CHA CAN BE USED TO PROTECT FILES AGAINST ACCIDENTAL ERASURE OR TO CONVERT SOURCE CODE FILES FOR USE WITH OTHER EDITOR ASSEMBLERS.

REL"FILENAME",XXXX
THIS FACILITY ALLOWS YOU TO RELOCATE A FILE. THE FILENAME AND NEW START ADDRESS IS REQUIRED. A NEW END ADDRESS IS AUTOMATICALLY CALCULATED AND BOTH THE NEW START AND END ADDRESSES ARE PLACED INTO THE DISK DIRECTORY. USE HEX NUMBERS ONLY.

NOTE: A BASIC PROGRAM CAN BE RELOCATED TO A NEW START ADDRESS. HOWEVER, SOMETIMES THE RUN COMMAND WILL NOT WORK. HINT: TRY TYPING THE FIRST LINE IN IMMEDIATE MODE THEN GOTO 20 (FOR EXAMPLE).

EREL"FILENAME",XXXX
THIS FACILITY ALLOWS YOU TO END RELOCATE A FILE. THE FILENAME AND NEW END ADDRESS IS REQUIRED. A NEW START ADDRESS IS AUTOMATICALLY CALCULATED AND BOTH THE NEW START AND END ADDRESSES ARE PLACED INTO THE DISK DIRECTORY. USE HEX NUMBERS ONLY.

NOTE: EREL COMMAND WAS DESIGNED TO ALLOW DAVE MITCHELL PATCH3.3 AND RUSSELL HARRISON WORD PROCESSORS TO INTERCHANGE WORD PROCESSOR FILES.

EXA,XXXX,YYYY
THIS FACILITY ALLOWS YOU TO EXAMINE ANY TRACK (XXXX) AND SECTOR (YYYY) ON THE FLOPPY DISKETTE. USE ONLY HEX NUMBERS. THE SECTOR WILL THEN BE DISPLAYED. PRESS SPACE TO CONTINUE SEEING THE FOLLOWING SECTORS ON THE DISKETTE. TO EXIT USE BREAK.